DUNGEONS & DRAGONS®

PLAYER NAME

CHARACTER NAME

CLASS & LEVEL

ALIGNMENT

RACE | EYES | SKIN

Lenght HAIR Color | Lenght FACIAL HAIR Color | EYEBROWS

BODY TYPE | WEIGHT | HEIGHT

DESCRIPTION

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
◇ ___ SAVING THROWS	◇ ___ SAVING THROWS	◇ ___ SAVING THROWS	◇ ___ SAVING THROWS	◇ ___ SAVING THROWS	◇ ___ SAVING THROWS
○ ___ ATHLETICS	○ ___ ACROBATICS		○ ___ ARCANA	○ ___ ANIMAL HANDLING	○ ___ DECEPTION
	○ ___ SLEIGHT OF HAND		○ ___ HISTORY	○ ___ INSIGHT	○ ___ INTIMIDATION
	○ ___ STEALTH		○ ___ INVESTIGATION	○ ___ MEDICINE	○ ___ PERFORMANCE
			○ ___ NATURE	○ ___ PERCEPTION	○ ___ PERSUASION
			○ ___ RELIGION	○ ___ SURVIVAL	

PROFICIENCY BONUS

INSPIRATION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

TEMP HP

CURRENT HIT POINTS | MAXIMUM HIT POINTS

HIT POINT HISTORY

LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HIT DICE	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
HIT POINT																				

INITIATIVE | SPEED

EXPERIENCE POINTS

CP SP EP GP PP

TREASURES

HEAD — BONUS TYPE | BONUS | WEIGHT

CHEST / FULL BODY — BONUS TYPE | AC | WEIGHT | BONUS | STEALTH

SHIELD — BONUS TYPE | AC | BONUS

SHOULDER — BONUS TYPE | BONUS | WEIGHT

NECKLACE — BONUS TYPE | BONUS

WAIST — BONUS TYPE | BONUS | WEIGHT

MAIN HAND — TYPE | DAMAGE | WEIGHT | BONUS | CRITICAL

OFF HAND — TYPE | DAMAGE | WEIGHT | BONUS | CRITICAL

RING — BONUS TYPE | BONUS

RING — BONUS TYPE | BONUS

FEET — BONUS TYPE | BONUS | WEIGHT

INVENTORY

TOTAL ON PERSON | STORAGE DESCRIPTIONS

ITEM	#	DESCRIPTION
Backpack	1	N/A Carry various items in a backpack that is held by shoulder straps.

BACKPACK

TOTAL IN BACKPACK | Max Items | Max Volume | Max Weight

ITEM	#	DESCRIPTION

CURRENT WEIGHT | MAX WEIGHT

FEATURES

LANGUAGES

PROFICIENCIES	DESCRIPTION

FEATS & ABILITIES	DESCRIPTION

CAMPAIGN NOTES

SPELL

NAME	#	DESCRIPTION

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

PAPER-CLIP SPELL SLOT

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 2 3 4	1 2 3	1 2 3	1 2 3	1 2 3	1 2	1 2	1	1